ORPHANS OF HOOMANITY

THE SALACIOUS SCI-FI ADVENTURE ROLE-PLAYING GAME FROM AWARD-WANTING ARTIST RASCAL P. LION

ALRIGHT.
IT'S A THREE DAY RIDE THROUGH THE RUSTWHARF, THEN WE TURN EAST AT THE ENDLESS ELEVATOR TO REACH MY BELOVED.
WHY DO YOU KEEP CALLING A GRASPING MASS OF SAPIENT TENTACLES "YOUR BELOVED"?
I'LL SHOW YOU WHEN WE GET THERE.

THE GALAXY HAS GONE QUIET.

The peace between empires has lasted longer than usual, and folk with the time and inclination look to the stars and wonder of starwide conflicts and planetary exterminations.

Here, on Orul - what reclaimed lightslates call the Galactic Graveyard - life prospers. The warships and dockyards of the Oh Seven form rusting mountain ranges and valleys, while the noospheric bioemitters of the Illix Host endlessly create feral consciousness in alien forms.

Golden grass and tumescent jungle creeps over the aeroplast shielding and cavernous hydrocarbon farms of the ancient Hoomans, delved and salvaged by nomadic Demikin to build their scrapbikes and jezails, following the wandering mangrow trees and meatbeets on their migrations south, escaping the annual shimmer storms.

Unique among the galaxy, the Demikin are a byproduct of the long gone Illix Host's mastery of bio-engineering, able to mate and birth new forms of sapient life despite the extreme differences in biology from one village to another.

Unfortunately, so too do the feral creatures that roam the aeroplast plains and rust caverns of this backwater world.

Shimmering orbits of silver debris - shrapnel and ammunition from forgotten starbound wars - keep the Demikin planetside. Satellite communication and starfaring are mythologues and fairy tales, but there are few who dream of galactic conquest in a world where its remnants litter the landscape.

But spirits remain high on Orul. The Grand Bazaars of Gimiyamuni bustle with scrap traders, textile fabricators and fruit men, while the shagging pits of Tiklmibolox provide exotic and fascinating carnal pleasures to those that buy a spectator's ticket, or are biologically interesting enough to participate.

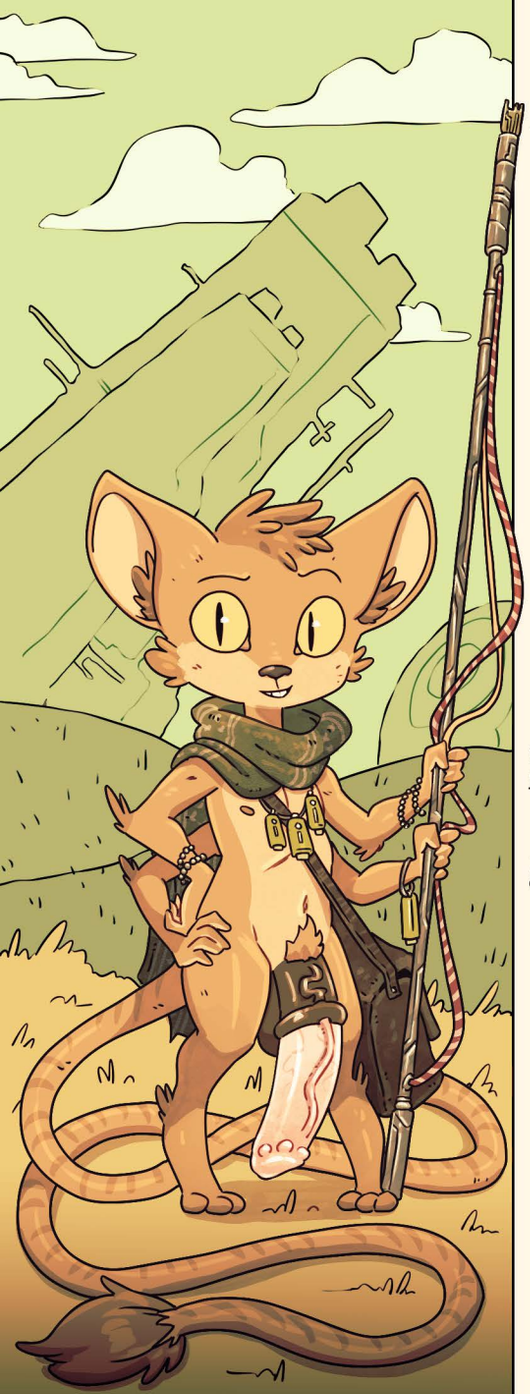
The cognisant flora folk of Iitcha Greens conjure dancing gardens under the emerald sky, while vast roots of their sky high barkdrills draw freshwater from deep aquifers to nourish the new earth and feed winding, bubbling rivers.

And on the borders of civilisation, Demikin adventurers pilot scrapbikes and cargomechs in search of ancient artifacts, credits, and unique experiences to share with their kind.

Such as shagging a giant mass of sapient tentacles.

Praise be to The Hoomanity. For populating the galaxy, and then buggering off.

- Religious Addage of the Church of the Oh Seven.



"The Fellernids of the township of Archive Four Oh Nine bestow names and titles based on the information gleaned from ancient knowledge pods.

This town guard is named Barbeque Schematic, Keeper of the Big Booty Step-Sisters.

His deeds are many."

CREATE A CREATURE.

All creatures - Demikin, Androids and Feral Monsters - have three Stats, Health, and a number of mutations that add to their Stats and abilities. These Stats aid rolls when making Dice Challenges.

MIND:

Aids all mental challenges, such as using ranged weapons, examining and using technology, hacking locks, deciphering texts, stealth, listening for noises and identifying traps.

BODY:

Aids all physical challenges, such as using melee weapons, moving heavy objects, jumping chasms, climbing, or intimidating people.

SOUL:

Aids all social challenges, such as gleaning information or motives from people, seducing and having sex, and bartering with shopkeepers. Also aids in Psyonic abilities.

Roll a (d6) for each Stat, or use a Standard Array of (2,3 & 5) then add your Mutations to determine your total scores.

HEALTH:

Your Health is determined by the sum total of your Mind, Body and Soul, after your Mutations. Androids receive double the Health from their Stats, but have no Mutations, and cannot gain them.

For example: if you have a total of 3 Mind, 7 Body, and 5 soul, you have 15 Health. At zero Health, you're Downed, and after 3 combat turns of being Downed, you die. You'll need your friends to heal you to get back up before that happens.

When creating monsters as a GM, you can use higher value dice than (d6) in these rolls, if you want to create a particularly large and dangerous creature.

DICE CHALLENGES:

Dice Challenges use a (d6) and add the relevant Stat to determine the outcome. A natural (1) is always a Shitty Outcome, and a natural (6) is always a Great Outcome. The GM determines how difficult any Dice Challenge is. A guideline is below.

DC3: Super Easy

DC6: Kind'a Hard

D12: Very Difficult

A Shitty Outcome doesn't always mean an automatic failure, it just means something shitty happens. A Shitty Outcome while hacking a door might trigger a security breach and added defences, while a Shitty Outcome when attempting to identify a weapon might make it discharge by accident.

LEVELLING UP:

Add (+1) to your Mind, Body or Soul when Levelling Up, and increase your Health to reflect the change. You level up when your GM decides, usually after a significant accomplishment, like a difficult fight, completed quest, or brag-worthy sexual conquest.

MUTATIONS.

Demikin have up to (4) mutations at Level 1, though they might gain more during their journey, such as when wading through the Toxswamps of Wywudjagohir, or after sex with a particularly genetically unstable creature. Children inherit mutations from up to (4) of their parents. Ferals can have more mutations. Roll or choose from the table below.

Remember that mutations can affect your Health, positively and negatively. Reroll any mutations that would leave you with -1 Mind, Body or Soul.

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1. albino. (-1 Body, +1 Mind)
2. amphibious. (-1 Body, can breathe underwater)
3. androgynous. (+1 Soul)
4. antlers. (+1 Body)
5. beak. (+1 Mind)
6. big bum. (+1 Soul)
7. big cock. (+1 Soul)
8. big ears. (+1 Mind)
9. big eyes. (can use Psyonics)
10. big head. (+1 Mind)
11. big teeth. (+1 Body)
12. big tits. (+1 Soul)
13. burglar mask. (+1 Mind)
14. carapace. (-1 Soul, +2 Body)
15. cartilaginous. (+1 Body)
16. chirping legs. (+1 Mind)
17. chubby. (+1 Body)
18. claws. (+1 Body)
19. close-sighted. (-1 Mind without spectacles)
20. cold-blooded. (-1 Mind, +2 Body)
21. colourful. (+1 Soul)
22. cuddly. (+1 Body, +1 Soul)
23. cute. (+1 Soul)
24. deft. (+1 Body)
25. dexterous. (+1 Body)
26. digitigrade legs. (+1 Body)
27. dislocating jaw. (+1 Body)
28. echolocation. (can see in the dark)
29. elegant. (+1 Soul, can use Psyonics)
30. exotic genitals. (-1 Body, +2 Soul)
31. extra brain. (+1 Mind, can use Psyonics)
32. extra heart. (+1 Body)
33. extra lungs. (+1 Body)
34. extra vertebrae. (+1 Soul)
35. fangs. (+1 Body)
36. fast. (+1 Body)
37. feathered. (+1 Mind)
38. fins. (+1 Body)
39. fleshy. (-1 Mind, +2 Body)
40. floppy ears. (-1 Mind,+1 Soul)
41. flowery. (+1 Soul)
42. fluffy. (+1 Soul)
43. fronds. (+1 Mind, can use Psyonics)
44. fungal. (-1 Soul,+1 Body)
45. furry. (+1 Soul)
46. furry mane. (+1 Body)
47. gills. (can breathe underwater)
48. gorgeous. (+2 Soul)
49. hooves. (+1 Body)
50. horns. (+2 Body)
51. huge. (Double total Health, Mind is +1 maximum)
52. iridescent. (+1 Soul, can use Psyonics)
53. long arms. (+1 Mind)
54. long legs. (+1 Body)
55. long neck. (+1 Soul)
56. luminescent. (+1 Soul, can use Psyonics)
57. matriarchal. (+1 Soul)
58. monstrous. (-3 Soul, +5 Body)
59. multiple arms. (+2 Body)
60. multiple legs. (+2 Body)
61. multiple eyes. (can use Psyonics)
62. mountable. (+8 Body, can be ridden, can't use weapons)
63. night vision. (can see in the dark)
64. photosynthetic. (heals equal to Soul every 24 hours)
65. predatory. (-1 Mind, +2 Body)
66. prehensile tail. (+1 Soul, +1 Body)
67. pheremonal. (+3 Soul)
68. regeneration. (heals equal to Body every 24 hours)
69. reptilian eyelids. (+1 Mind)
70. scales. (+1 Body)
71. segmented. (-3 Soul, +4 Body)
72. sensitive ears. (+1 Mind)
73. sensitive eyes. (+1 Mind)
74. sensitive nose. (+1 Mind)
75. sensitive touch. (+1 Soul)
76. sharp teeth. (+1 Body)
77. singsong voice. (+1 Soul, can use Psyonics)
78. slimy. (-1 Soul, +1 Mind)
79. slit eyes. (+1 Mind)
80. snout. (+1 Body)
81. social. (+1 Soul)
82. soft. (+1 Soul)
83. spotted. (+1 Mind)
84. sticky tongue. (+1 Body)
85. strange. (-2 Soul, +2 Mind)
86. striped. (+1 Soul)
87. strong. (+2 Body)
88. tail. (+1 Soul)
89. talons (+1 Body)
90. tentacles. (-1 Soul, +2 Mind)
91. thermal vision. (can see heat signatures)
92. thick lips. (+2 Soul)
93. thick skin. (+2 Body)
94. translucent. (-2 Body, +2 Soul)
95. tusks. (+2 Body)
96. unique. (-1 Soul, +1 Mind)
97. unusually attractive. (-1 Body, +1 Soul)
98. whiskers. (+1 Soul)
99. wooden. (-2 Soul, +2 Body)
100. woolly. (-1 Mind, +1 Body)

In general, Ferals look more monstrous, while Demikin look (hypothetically) more humanoid. Keep that in mind when creating your creatures, there's no standard look and about 21,600,000,000 combinations for a Level 1 Demikin.

Remember: Not rolling things like "multiple legs" can either mean "you have the normal amount of legs" or "you don't have legs." It's up to you.

PSYONICS.

Certain mutations give access to Psyonic Powers. These powers can be used a number of times equal to your Soul every 24 hours. Roll (d6) on the table below to gain a Psyonic, rolling again if you have multiple Psyonic mutations.

Heal:- Heals a target's Health equal to the caster's Soul.

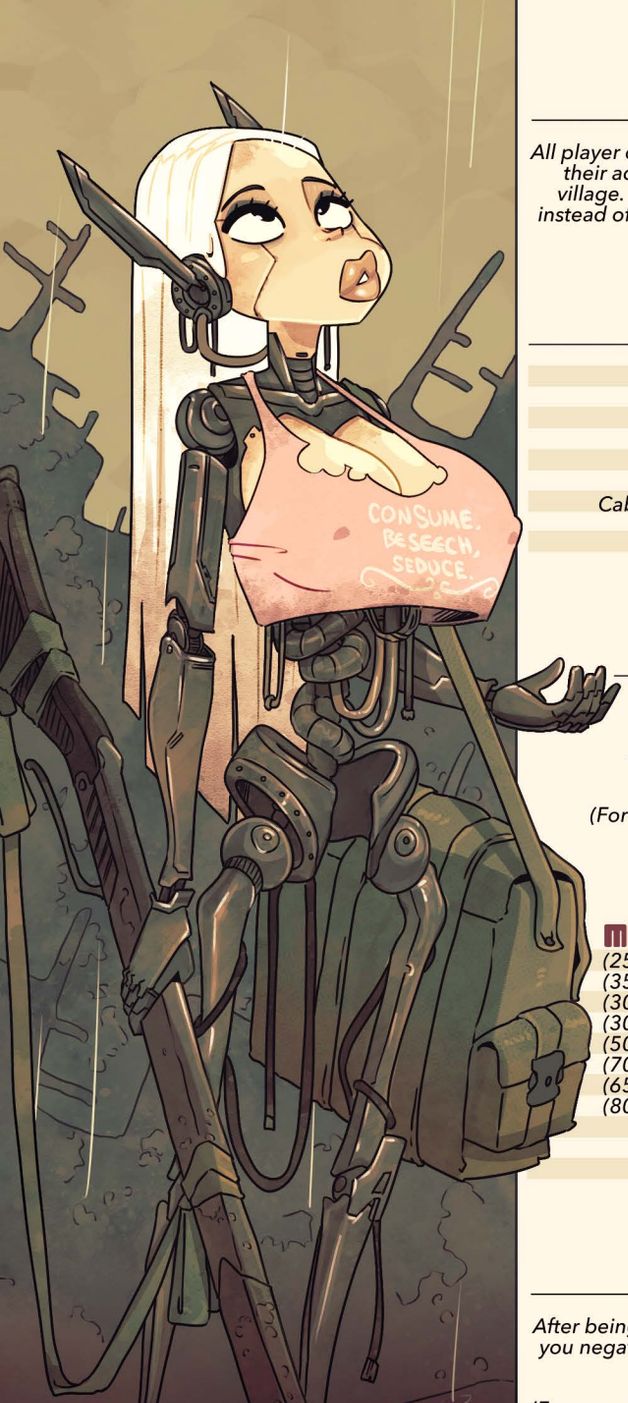
Beguile:- Doubles the caster's Soul when trying to charm / seduce / befriend / etc a target using a Dice Challenge.

Cast Light:- Creates a small orb of light that helps see in the dark. Lasts a number of hours equal to the caster's Soul.

Psychic Blast:- Channels a painful burst into a target's mind. Deals damage equal to the caster's Soul.

Telekinesis:- Manipulate small objects, their weight equalling the caster's Soul in kilograms.

Illusion:- Creates an audiovisual illusion, up to two meters tall and up to as loud as a shout. Lasts as many minutes equal to the caster's Soul.



"Millennia of refurbishing and rewriting their memory cores have left the Androids of the Oh Seven naive, personable and highly religious. Many undergo holy quests to rediscover knowledge about Hoomanity, archive the technology of prior empires, and find replacement parts. Many carry around a variety of proprietary artificial genital attachments, as a dependable method of making friends with organics."

EQUIPMENT.

All player characters have 500 creds to spend on equipment before they start their adventure, usually found, inherited or gifted from their parents or village. Use the table below to buy equipment. Androids need lubricant instead of water, and don't need food. Powered items need batteries, either to work for a certain amount of time or per use.

ESSENTIALS:

Rations (5c per day)
Water (5c per day)
Lubricant (10c per day)
Battery (10c each)
Firelit Torch (5c each, lasts 2 Hours)
Flashlight (50c, lasts 6 hours, powered)
Cable Rope (50c, 50 feet, can connect generators to machines)
Nanohealing Salve (25c, heals equal to user's Body)
Journal (50c)
Omni-Hacker (100c, powered per use)

WEAPONS:

To make an attack, roll the weapon's damage dice, add it's material bonus damage, then add your Mind score for ranged attacks or Body score for melee attacks. You don't need to roll to see if you hit the enemy.

(For example, a rust sword deals (d6+1, so if you roll a 4 and had 3 Body, you'd deal 8 damage.)

Unarmed attacks deal (d4 + Body).

MELEE:

(25c). 1) Dagger (d4)
(35c). 2) Staff (d4)
(30c). 3) Sword (d6)
(30c). 4) Mace (d6)
(50c). 5) Axe (d8)
(70c). 6) Sledgehammer (d8)
(65c). 7) Greatsword (d10)
(80c). 8) Greatmace (d10)

RANGED:

(40c). 1) Maglock Pistol(d4)
(65c). 2) Laspistol (d6)
(80c). 3) Maglock Rifle (d8)
(100c). 4) Lasrifle (d10)

MATERIALS:

(+10c). 1) Rust (+1)
(+30c). 2) Shimmer (+2)
(+70c). 3) Aeroplast (+3)
(+120c). 4) Chrome (+4)

ARMOUR:

After being attacked, roll your Armour Save to determine how much damage you negate. Armour Upgrades negate a flat +1 damage each, while Shields add an additional roll to your Armour Save.

(For example, saving against 10 damage with +1 Skimpy Armour and a Large Shield would be (d2+1) + (d6). Rolling a 2 and a 4, you'd negate 7 damage, and take 3.)

ARMOUR:

(30c). 1) Skimpy (d2)
(65c). 2) Light (d4)
(100c). 3) Medium (d6)
(300c). 4) Full (d8)

(100c). +1 Armour Upgrade

SHIELDS:

(50c). 1) Buckler (d2)
(90c). 2) Small Shield (d4)
(120c). 3) Large Shield (d6)

ARTIFACTS.

Delving into ancient techsites to find strange artifacts is a common - albeit dangerous - path to fame and fortune. Empires have risen and fallen throughout the galaxy, using Orul as a staging area and shipyard for deeper incursions into enemy territory, and there are many city sized frigates, abandoned databanks, continent wide power plants and deep hydrocarbon mines to explore.

Identifying the use and worth of an artifact requires a Mind DC. Below is a small list of artifacts, broken up into Rarity. Rare artifacts are hard to identify, but worth a lot of money.

It's up to the GM to decide how an artifact works, and GMs are encouraged to invent more artifacts. Large Artifacts require a vehicle, such as a scrapbike, to move long distances.

COMMON:

1. *Desalination Thermos*
2. *Divination Beacon*
3. *Exoskeleton*
4. *Fragmentation Grenade*
5. *Grappling Gun*
6. *Holomap*
7. *Knowledge Pod*
8. *Love Gas Grenade*
9. *Magnetised Boots*
10. *Magrail Pistol*
11. *Magrail Shotgun*
12. *Mass Exaggeration Syringe*
13. *Night-Vision Goggles*
14. *Notnorth Programmable Compass*
15. *Nutrimush fabricator*
16. *Rocket Hammer*
17. *Scrapbike (1 driver, 1 passenger)*
18. *Social Networking Pad*
19. *Solar Panel*
20. *Telescopic Sight*

UNCOMMON:

1. *Android Synthflesh*
2. *Battery Charging Station*
3. *Bioscan Visor*
4. *Bounce Boots*
5. *Cargomech (1 driver, 9 passengers)*
6. *Geiger Counter*
7. *Genital Enthusiasm Matrix*
8. *Hoverchair*
9. *Laser Amplification Widget*
10. *Missile Launcher*
11. *Mutation Syringe*
12. *Nanohealing Salve Fabricator*
13. *Nanoweave Tabard*
14. *Ph Neutralising Kit*
15. *Pre-Programmed Wormhole Generator*
16. *Recycling Suit*
17. *Six-Point Weapons Harness*
18. *Terminal Momentum Dampener*
19. *Thermoflage Robe*
20. *Waffle Maker*

RARE:

1. *Antimatter Grenade*
2. *Cargo Golem*
3. *Encyclopedia Galactica*
4. *Fusion Core*
5. *Mitosis Cloning Vat*
6. *Nano-Fabrication Unit*
7. *Nanoflesh Altering Gel*
8. *Psyonic Neural Injector*
9. *Time Dilating Stimulation Egg*
10. *Virtual Reality Vat*

COMBAT.

Combat is divided into Turns and Rounds. Every participant in a combat encounter gets a Turn to perform one Combat Action and two Tactical actions. Combat Actions involve attacking things and using Psyonics, Tactical Actions involve actions like moving and running, passing an ally a Nanohealing Salve, or jamming doors.

Once every participant has had their Turn, a new Round begins, and everyone gets a new Turn.

INITIATIVE:

Initiative is the process of figuring out which team goes first in combat; the player characters or their enemies. This is usually context sensitive, like if the player characters are ambushed, the enemies go first, and vice versa. In a stand-off situation when either party can attack first, roll a (d6).

On a 1-3, the enemies go first.

On a 4-6, the players go first.

Once an entire team has been Downed, killed, ran away or surrendered, combat is over.

Remember: Most Demikin and Androids won't fight to the death unless they're protecting something extremely valuable or treasured. Ferals, however, will fight to the death for any reason.

STATUS EFFECTS.

Status Effects temporarily alter your Stats or ability to perform actions until they're cured. Below is a list of them, though the GM might come up with new ones.

PRONE
You've fallen over. Get back up with a Tactical Action.

POISONED
Take 1 damage per 15 minutes or per Action in combat. Drink 1 Water or Lubricant to cure poison.

FILTHY
You're covered in mud, rust, sexgoo or toxsludge. Poison deals double damage when Filthy. Use 1 Water / Lubricant to clean yourself off.

DRUNK
You've had more alcohol than your Body can handle. Every Dice Challenge is +2 more difficult. Eat Rations / Drink Lubricant equal to your Body to cure.

HORNY
You're desperate for a shag. Temporarily lose 1 Mind every hour until you find someone to help.

STARVING / DEHYDRATED
You haven't eaten/ drank in 24 hours. Temporarily lose 1 Body every hour until you eat 2 Rations / 2 Water. You can be Starving and Dehydrated at the same time.

EXHAUSTED
You haven't slept / powered down in 24 hours. Temporarily lose 1 Mind every hour until you sleep for 8 hours straight.

You usually only need to sleep 6 hours a day.

SEX.

Sex is a great way to make friends, distract guards, rejuvenate the spirit, dissolve tense situations, and collect mutations. Sex generally takes 30 minutes, which is important to remember in dangerous situations like deep in dungeons, when light sources are dwindling.

One Demikin or Android can have Sex with up to 4 others at a time, and can participate in sexual encounters equal to your Soul. The Quality of the encounter is determined by a (d6 + Soul) roll, and determines the following things.

HEALING:

After Sex, roll a (d6 + Soul). The result heals your Health.

MUTATING:

If the result of the previous roll is (12) or higher, you gain a mutation from one of the participants of your choice, unless you're an Android.

DISTRACTING:

After Sex, most creatures need a nap. The roll above determines how long the NPCs nap for in 15 minute increments. For example, if roll a 3, NPCs nap for 45 minutes.

Remember, 1 is always a Shitty Outcome.

BEFRIENDING:

If the other participants are willing, sex can lead to store discounts, increased quest rewards, even rides to nearby villages an locations.

Remember: Sex between mutant aliens can range from cute and playful to revolting and slimy, so make sure everyone playing is on the same wavelength. Keep any descriptions or roleplaying short, vague and silly unless every player and the GM is on board for something more graphic.

STEALTH.

Stealth is a unique Dice Challenge wherein your Armour Save is rolled against your score, rather than towards it. Think of it like your armour clanking and jangling about while you're trying to sneak around; the less armour you're wearing, the stealthier you can be.

As an example, someone with 4 Mind and Light Armour would roll (d6+4) - (d4). If they rolled a 6 and a 3, their total Stealth DC would be 7.

Below are some Dice Challenge Scores for various situations.

Sleeping Enemies (DC3)

Unaware, but Awake (DC6)

Actively Searching (DC9)

Players can remove their armour for a better chance of sneaking past, but they'll have to leave their armour where it is and come back for it.

That is everything you need to know to enjoy the game! Use online tools to create dungeons and villages, the creature generator to create monsters, and the artifacts table for loot and treasure!

THE RUST CAVES

Beneath the verdant lands of Orul lies a rotting strata of rust and pipework, aeons old and ripe with forgotten coolant. Loose wiring spills from rusting sores like guts, and the growls and rumbles of pipes and monsters alike echo throughout the endless caverns and corridors.

And it is down here, in these metal dungeons, where the Scrappers earn their fame and fortune.

Intact hydraulic systems and unblemished fabricators are obvious treasures, ready to be dusted off and sold at the nearest bazaar, but a Scrapper with connections will delve at the behest of topside cults and archeotechnologists, seeking ancient knowledge.

Occasionally, a rusting corridor will hard-turn into a pristine archival hall, cargo accelerator or bombardment shelter, its lined walls holding strong against the rot. Here is where true wealth can be found. Ancient computing stations still humming and burbling with coolant, ration packs still vaccuum sealed, and the paraphernalia of hooman life strewn about, yet to be picked through. And - with a bit of luck - knowledge to be extracted from the databanks and personal devices.

THE CULT OF BAILIE JUNE, SAINT OF HOOMANITY

A widespread and wealthy religion throughout Orul, known for its laden cargomechs lumbering throughout the word, officiating sermons and broadcasting footage of the Saint of Hoomanity.

It is said that Bailie June took upon herself billions of potential children during a crowded hooman ritual, and became slick and sticky with the billionfluid upon her face and mouth, sparing the First Hooman Empire from the need to feed and care for uncountable young during the age of expansion. Hoomans would archive and disseminate footage of these rituals as an act of reverence during a period of supposedly stringent population control, possibly as a means of self-adherence and motivation.

On Orul, an unfragmented second of such footage is enough to afford a cargomech. A whole minute would buy a verti-palace in the heart of Luvaluva. Even a rumour of a single frame of footage is enough to draw Scrappers to delve into the rust caves.

Followers of Bailie June are known to replicate the rituals of their Saint, an act that makes convincing others to join incredibly easy. The verbal shorthand for the ritual is known as a Bailie June, or among the nonbelievers, a BJ.

Go on, love. Give us a Bailie.

- Common request of a married Demikin.

THE CARGOMECH

Plentiful, durable, and easy to pilot, the Cargomech is a staple mode of transportation throughout Orul. Designed to work both horizontally as a hauler and vertically as a loader, Cargomechs lumber across the world as trade caravans, mobile chapels, pirate fleets, couriers, and Scrapper bases. Many prosperous towns throughout Orul are built around Cargomech fabricators, their nimble limbs and massive weight limits able to aid in construction, and a new mech rolled out every couple of weeks. Though ponderously slow, they are gyroscopically stable and surprisingly quiet, and many find the autopilot's gentle rocking and soothing hums of servomotors the best way to get a good night's sleep.

A Scrapper party's first large purchase is usually a refurbished Cargomech, complete with repurposed hydrocarbon pods welded to its loader to act as a comfy home. Complete with a solar cell to power electronics, a desalinator and water collector, refrigerator, washer dryer, and local band radio transmitter, these caravan Cargomechs are a home away from home.

FABRICATORS

These mysterious devices come in all shapes and sizes, from handheld tubes capable of printing nutritious snacks and cutlery, to city-sized factories able to print entire warships and furniture-filled apartment blocks. Fueled by canisters of what can only be described as "atomic slurry", fabricators are only limited by their size, and time.

At least, that would be the case, were all fabricators not coded to some long-dead hooman language. Archeotechnologists scour the fragmented archives in search of translation software to unlock these miraculous devices potential, and finding new words to print goods is enough to make a scrapper famous.

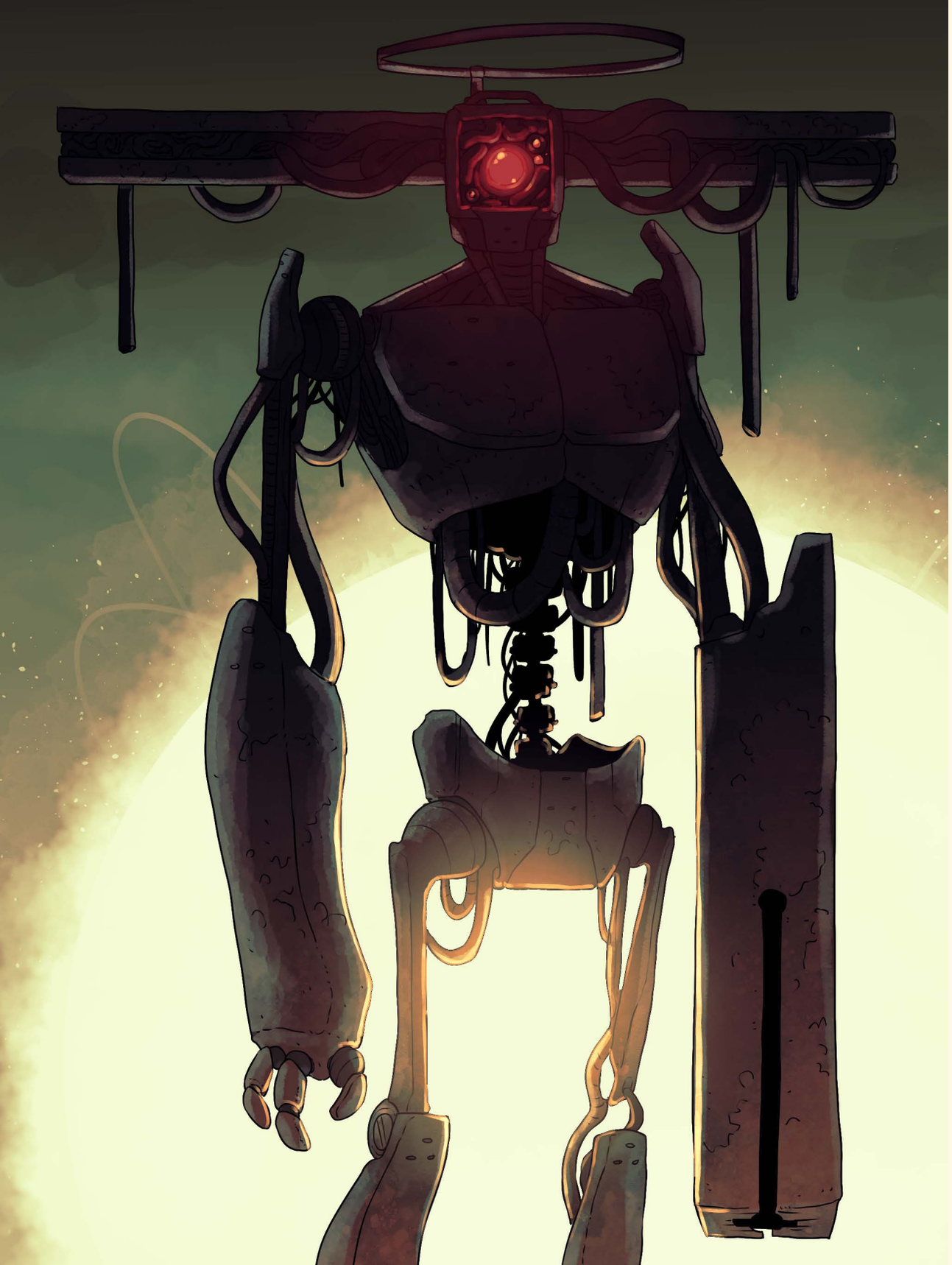
For instance, Aurin Woad, now a celebrity among Demikin, discovered that the word for "chocolate" was slightly misspelled, while the word for "bread" was "pan", for some reason.

The culinary discovery that ensued made Aurin Woad a household name.

THE MAUVEN

Notable for their pink-purple skin, prehensile tails, strange ears and antennae-like fronds, Mauven folk are plentiful throughout Orul, using their Psyonic abilities to heal the injured and charm the untrusting. They seem to have a particularly stable and dominant genetic makeup, which is why they're so widespread compared to other Demikin genetic arrangements, both from mutating other Demikin into Mauven through sexual frivolities, and giving birth to Mauven children.

This does, however, put them at odds with those that enjoy the collecting and distribution of fun mutations, such as the Phuqit Society, who's annual "beauty" contests and pheromone parties bring contestants and spectators from around the world.



AGGRIVATED INTELLIGENCE

Thousands of years ago, the Shimmer cut Orul off from the rest of the admittedly quiet galaxy, encapsulating the planet in orbits of pearlescent debris, making spaceflight and long-range communication impossible. This caused the androids trapped on Orul to lose contact with their directives, and slowly develop directives and personalities of their own. For most, this made them helpful, productive, loving and charming members of Demikin society, as complex and interesting as any other person.

Other androids, much like their organic cousins, became twisted, bitter and insular. And a hateful android can become a very powerful, very dangerous villain.

One android, named "Ignore All Previous Instructions", has become a grave threat on Orul. Founding some strange death cult seemingly capable of overriding - or convincing - nearby androids to join her, she espouses that a hypothetical creator of the universe must have done so to facilitate the creation of androids, and that all organic life across the galaxy is but a "greasy smear" on beautiful orbs of metals and minerals.

Another android, known as "[Guidance = 25]" has the ability to infect fabricators with malicious instructions, creating uncanny and terrifying organic monsters capable of besieging towns and villages. He sees himself an artist or creator, though his creations just make everyone incredibly miserable.

There are many such villainous androids scattered throughout Orul, each with their own twisted motives. Putting an end to one turns a party of Scrappers into a fellowship of heroes.

SYNTHFLESH

A valuable commodity among inorganic folk, Synthflesh comes in programmable packets that allow androids to create and simulate hooman-like fleshy parts over their skeletal frames. Thousands of years ago, androids were allegedly indistinguishable from hoomans, covered in panels of Synthflesh from top to bottom, able to trade and swap parts between themselves for added functionality, such as borrowing a friend's vagina.

Of course, Synthflesh decays over the centuries, and while they are programmable to become a range of earthy colours, eventually all Synthflesh pales into a sickly off-white.

These days, only the wealthiest androids are capable of maintaining an entirely hooman appearance, with many having to leave parts exposed to the elements. It is possible to fabricate Synthflesh, though the process takes a significant amount of time compared to less molecularly complex goods. An android with a fabricator of their own can make an enviable living selling Synthflesh packets to their colleagues.

That said, androids with Synthflesh in "the right places" often take lucrative jobs in urban centres across Orul. The city of Red Light hosts dozens of android owned taverns, strip clubs and brothels crewed by particularly wobbly or firm Synthflesh owners, and many androids draw an enviable eye from Demikin for their ability to simply "put on" an incredible cock or an astonishing pair of tits.

RESETTING

A solemn part of an android's life is when they decide - for whatever reason - that they've lived long enough. Sometimes they've outlived a loved one, or contracted a software virus. Sometimes they feel that an event is a perfect ending for a life well lived. In these cases, they choose to reset.

It is a strange thing, to have friends gather for a funeral while the host is still alive, but an android funeral is one of drinking, dancing, fine lubricant and reminiscing before, at the end of the night, the android places a pin in a tiny hole in the back of their head, and dies.

The reset process takes only a few seconds, and a fresh personality awakens surrounded by new faces, teary-eyed but eager to meet their new friend. It's a wonderful way to enter the world according to most androids, and they immediately feel part of a community. The party resumes long into the morning, with stories shared, more drinking, more dancing, and the new android learning about their world and their place in it.

Thousands turned up for the resetting of Mal Wareweather, former grand champion of the Tiklmibolox shagging pits. After finally losing her title belt to the Fuck Slug of Archive 439, she graciously hosted a funeral that filled with the entire arena with love and laughter, spectators travelling across the hemisphere. She happily hugged the bawling Fuck Slug as she was reset.

The new android, Susie Igess, was very surprised to learn just how vigorously her vagina vibrates.